

Claims:

1. (Presently Amended) One or more processor-readable media having processor-executable instructions that, when executed by a processor, performs acts comprising:

obtaining ~~an~~ at least one of a plurality of encoded multimedia ~~segment~~ clips, the plurality of encoded multimedia clips collected in a timeline of a video editing system, ~~the segment~~ each said clip having a defined normal decode schedule which designates a normal rate for decoding the multimedia ~~segment~~ clip;

obtaining one or more transforms;

decoding the multimedia ~~segment~~ clip at a rate greater than the normal decode schedule;

applying the one or more transforms to at least one of the plurality of decoded multimedia clips to form a multimedia segment;

buffering the ~~decoded~~ multimedia segment in a system memory ~~produced by the decoding;~~

realtime glitch-free normal playback of the just-buffered and just-decoded multimedia segment, wherein the realtime glitch-free normal playback comprises rendering and presenting the just-buffered and just-decoded buffered multimedia segment such that the just-buffered and just-decoded multimedia segment is played back without glitch, interruption, jumpiness, jerkiness, or change in playback speed.

2. (Presently Amended) One or more media as recited in claim 1, ~~further comprising transforming the decoded multimedia segment~~ wherein the obtaining one or more transforms comprises obtaining at least one of a plurality of transforms stored in a database of the video editing system.

3. **(Presently Amended)** One or more media as recited in claim 1, ~~further comprising transforming the decoded multimedia segment by~~ wherein the transform comprises applying a transition from between one portion of the multimedia segment ~~to~~ and another portion.

4. **(Presently Amended)** One or more media as recited in claim 1, wherein the transform ~~further comprises comprising transforming the decoded multimedia segment by~~ applying a multimedia transition, a multimedia effect, or titles; ~~encoding, or decoding to the segment.~~

5. **(Presently Amended)** One or more media as recited in claim 1, further comprising determining whether to perform the decoding and buffering when spare computing resources are otherwise available ~~concurrent acts comprising the decoding, the buffering, the rendering and the displaying.~~

6. **(Original)** One or more media as recited in claim 1, wherein the buffering occurs in a video memory.

7. **(Presently Amended)** One or more media as recited in claim 1, wherein one or more of the acts recited in claim 1 are performed concurrent; concurrent acts comprising the decoding, the buffering, the rendering and the displaying;
performance of each act consumes computing resources; and

the overall consumption of computing resources for concurrent performance of one or more of the acts does not exceed the resources available.

8. (Original) One or more media as recited in claim 2, wherein one or more of acts are performed via dedicated hardware, where those acts are selected from decoding, transforming, buffering, and rendering.

9. (Cancelled)

10. (Original) A computer comprising one or more processor-readable media as recited in claim 1.

11. (Presently Amended) A system for facilitating glitch-free realtime playback of a multimedia segment from a within a video editing system, the system comprising:

a decoder configured to decode an encoded multimedia segment, the encoded media segment comprising at least one of a plurality media clips collected in a timeline of the video editing system;

the segment having a defined normal decode schedule which designates a normal rate for decoding the multimedia segment, the decoder being further configured to decode the encoded multimedia segment at a greater rate than the normal decode schedule, wherein the decoder is still further configured to determine whether to decode the encoded multimedia segment at a greater rate than the normal decode schedule when spare computing resources are otherwise available for doing so;

a buffer configured to store the decoded multimedia segments which the decoder has decoded at a greater rate than the normal decode schedule;

a renderer configured to obtain decoded multimedia signals from the buffer and render the decoded multimedia signals at a normal rate for presentation;

a display presentation mechanism configured to playback rendered and decoded multimedia signals in realtime and glitch-free manner.

12. (Original) A system as recited in claim 11, further comprising a transformer configured to receive the decoded multimedia segment and apply a transform on the segment.

13. (Cancelled)

14. (Original) A system as recited in claim 11, wherein the buffer is a dual-ported memory.

15. (Original) A system as recited in claim 11, wherein the buffer is a video memory.

16. (Presently Amended) A system as recited in claim 11, wherein the decoder is embodied, at least in part, in a processor-readable memory.

17. (Presently Amended) A system as recited in claim 11, wherein the decoder is embodied, at least in part, in hardware.

18. (Presently Amended) A system as recited in claim 12, wherein the transformer is embodied, at least in part, in a processor-readable memory.

19. (Presently Amended) A system as recited in claim 12, wherein the transformer is embodied, at least in part, in hardware.

20. (Presently Amended) A system as recited in claim 12, wherein ~~a~~ the transform is selected from a group consisting of multimedia effects and multimedia transitions.

21. (Presently Amended) A method comprising:

at least one processing unit;

receiving a playback command to initiate playback of an encoded multimedia segment, the encoded media segment comprising at least one of a plurality media clips collected in a timeline of the video editing system, the segment having a defined normal decode schedule which designates a normal rate for decoding the multimedia segment;

responsive to receiving of the playback command, decoding the encoded multimedia segment at a greater rate than the normal decode schedule;

transforming the decoded multimedia segment by applying a ~~transition from one portion of the multimedia segment to another portion~~ transform to at least one of the plurality of media clips;

buffering in a system memory the decoded multimedia segment produced by the decoding;

realtime glitch-free normal playback of the buffered and decoded multimedia segment, wherein the realtime glitch-free normal playback comprises rendering and presenting the buffered and decoded buffered multimedia segment on a display.

22. (Presently Amended) A method as recited in claim 21, the transform further comprising transforming the decoded multimedia segment a transition from one portion of the multimedia segment to another portion is selected from a group consisting of multimedia effects and multimedia transitions.

23. (Cancelled)

24. (Original) A method as recited in claim 21, further comprising determining whether to perform the decoding and buffering when spare computing resources are otherwise available concurrent acts comprising the decoding, the buffering, the rendering and the displaying.

25. (Original) A method as recited in claim 21, wherein the buffering occurs in a video memory.

26. (Original) A method as recited in claim 22, wherein one or more of acts are performed via dedicated hardware, where those acts are selected from decoding, transforming, buffering, and rendering.

27. (Cancelled)